

Age of Plague

After the Apocalypse



Background

In 2049, a nuclear war broke out on the earth. Billions of people died for the war. Fortunately, the left population was about one hundred million. The whole ecosystem was severely contaminated by radiation, giving birth to mutated virus.

Virus

The extremely contagious virus is mutated from several deadly ones. The virus will try to 'invade' city-states several times. Hence, people have to fight as possible as they can to survive this epidemic.

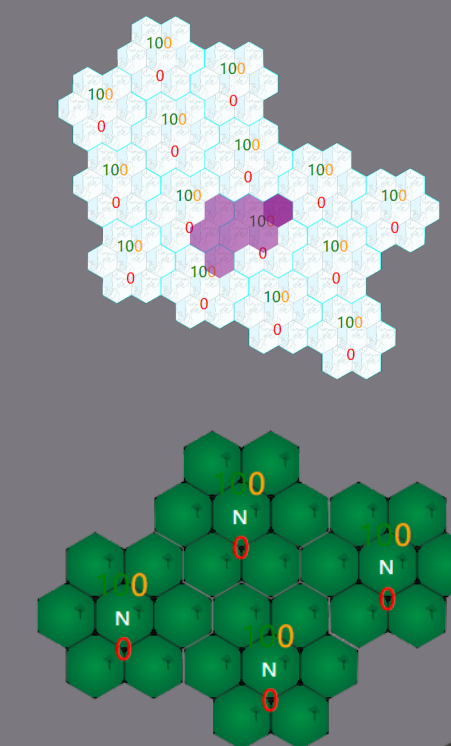
The deeper the color, the more severe the infections. In order to save these people, governors need to use attributes: **Cards!**

Cities

In this era, there is no big country any more. Instead, small and independent city-states are everywhere. These cities are ruled by a governor. Players will act as governors and take control of a city.

For different cities:

- divergent technology levels
- different assets
- various color schemes



Reflection

In this course, we learn how to do functional programming, control versions by Git and cooperate the same way as a company does. Also, our web designing skills and aesthetic appreciations are improved: by trials and errors in the projects, we find ourselves escalated into a new level!

Cards

Cards are essential in this game. There are 18 basic cards and 10 special ones. Basic cards are available in all cities, while special ones are for certain situations.

Cards are mainly focused on adjusting popularity, improving productivity and killing virus. For each round, players will gain points produced by the tiles of land, which will be spent to buy cards and most importantly – **to save the city!**



"The game has a very detailed intro, making it easier for new players, and the mechanism also allows for high gamablity." – Allen Zhang

"The completeness of the game is rather impressive. I believe that it will prevail in the game category of strategy if the developers make it available on online gaming platforms." – William Chen

"It seems that the developers are really good at constructing exquisite game mchanics, and they managed to relate the game to some recent events, provoking thoughts of our situation in reality at the same time." – Roy

"The UI and visual elements are amazing! This makes the game even better!" – Yuchun Hu

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